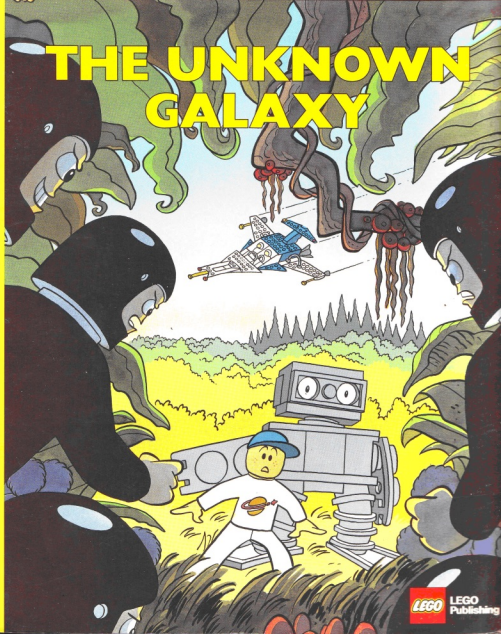




**JIM SPACEBORN**

# THE UNKNOWN GALAXY



LEGO  
Publishing





# **THE UNKNOWN GALAXY**

*Frank Madsen*



Jim Spaceborn - that's me! Bart and the others found me abandoned on a spaceship when I was very small. They took me along, so I've always lived in space. Duncan's my best friend - he's taught me everything I know.



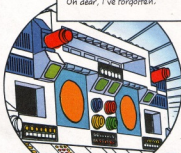
My name is Bart Seeker. I'm the Captain of Spearhead, so I'm responsible for my crew. We've got 300 people on board and some of them think I'm a bit too strict, but I've got to make sure things get done.



Duncan at your service! I potter about in the engine-room and make sure everything's in working order. When I have time I work on my inventions. My last invention was... Oh dear, I've forgotten.



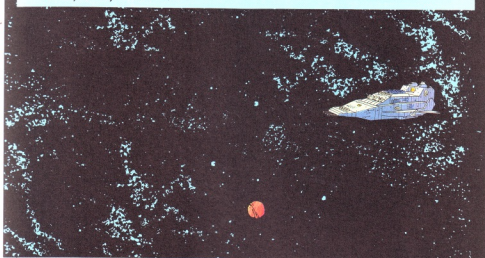
Hi! My name's Viva. I'm the Chief Pilot. One or two people are a bit envious because I've got the most exciting job on Spearhead, but who cares? I just laugh it off - it's a good thing I've got a sense of humour!



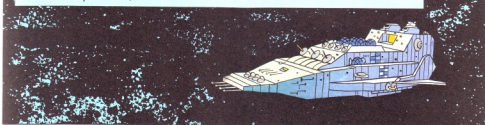
I'm MAGS the supercomputer. I can do anything, I know everything, I'm the best computer in the universe. If only the others would realize it!



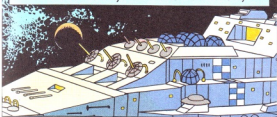
Somewhere out in endless space, the gigantic spaceship *Spearhead* glides silently through the cosmos.



It's on its way home to the planet Zonia, after years in space searching for new planets.

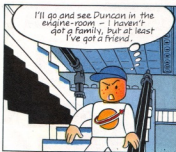
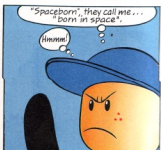
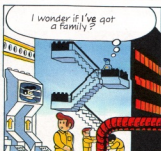
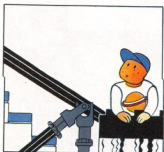
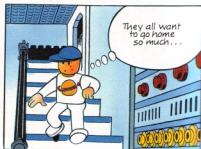
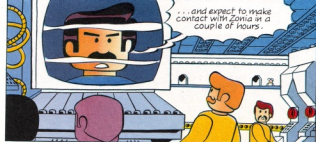


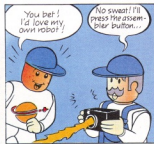
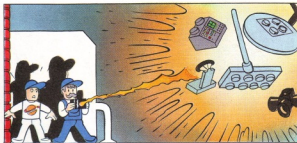
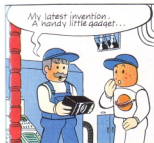
Everyone in the crew is looking forward to going home and seeing their families and friends again.

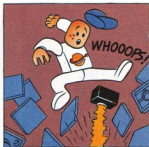


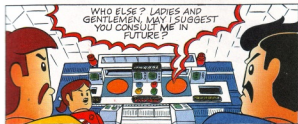
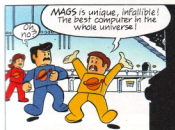
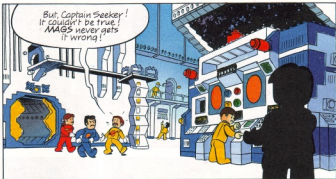
But it's important that Captain Bart Seeker keeps a cool head. He's responsible for the whole crew.

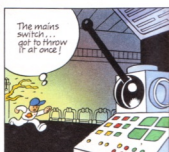
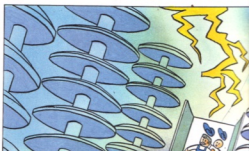
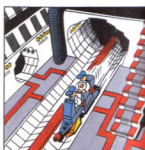
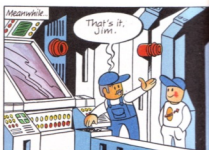




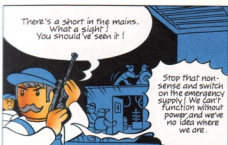
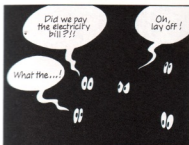
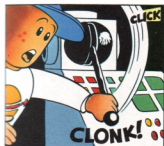




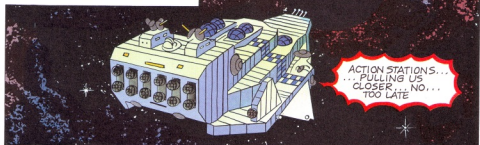


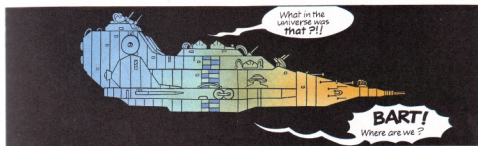
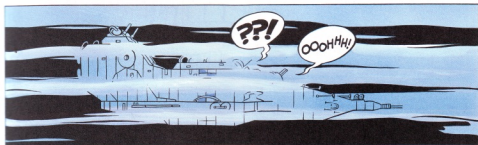
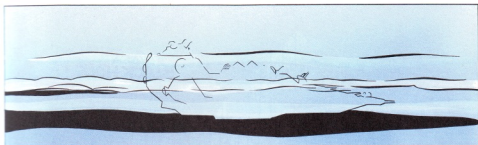


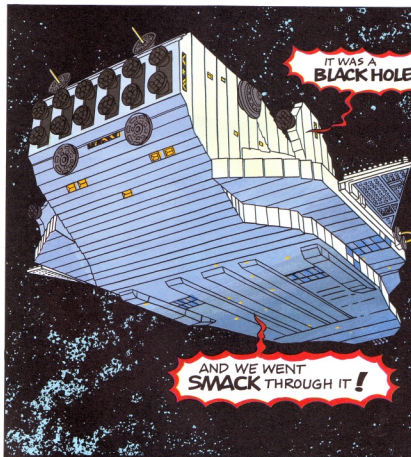
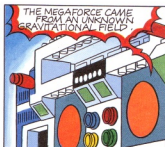


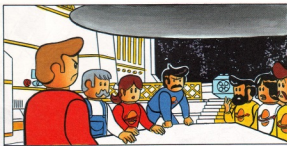
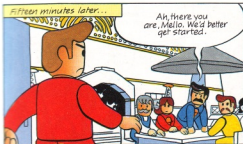


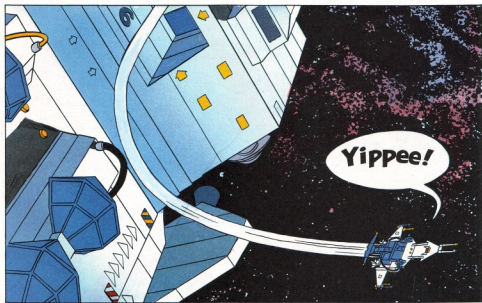


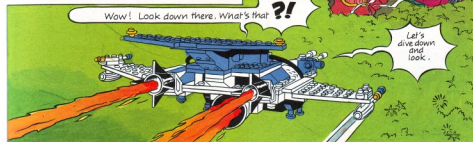
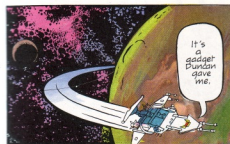
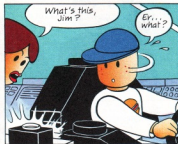








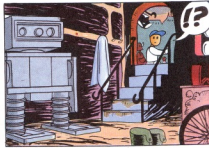
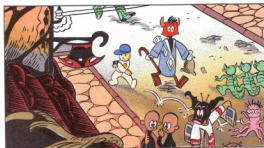
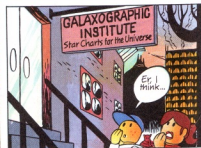


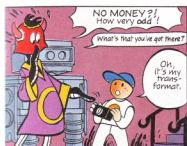
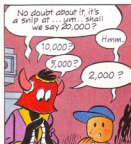
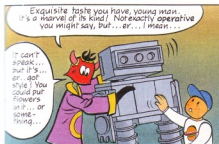
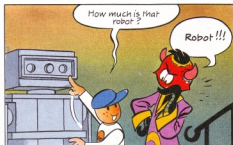
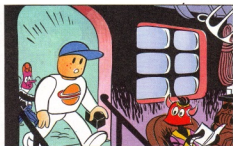


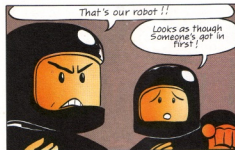
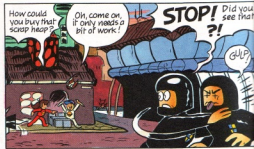
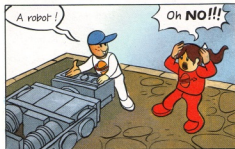


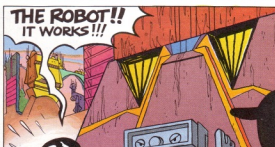


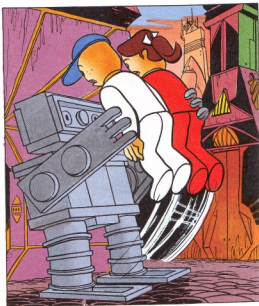
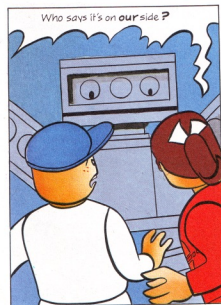
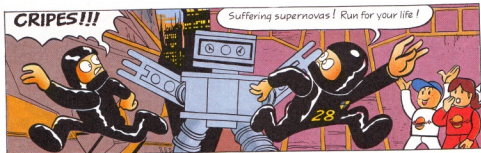




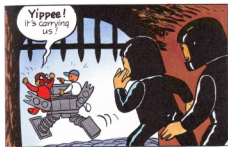
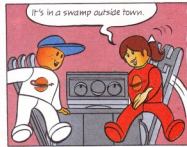
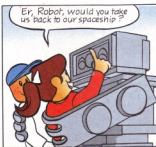
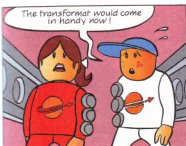




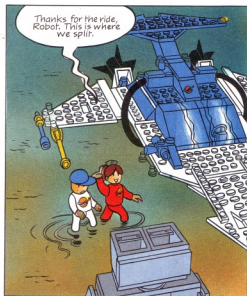


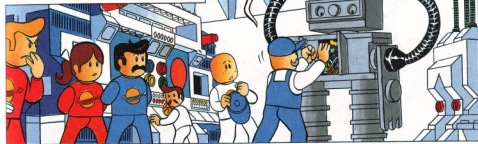
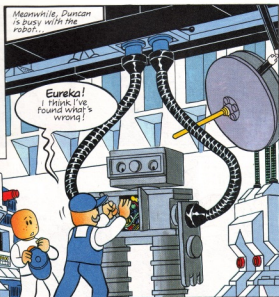


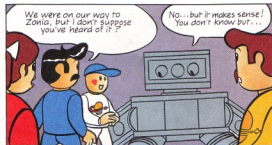
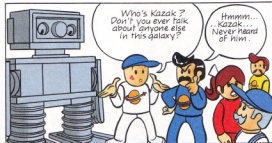
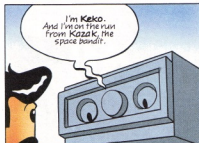
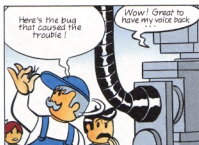




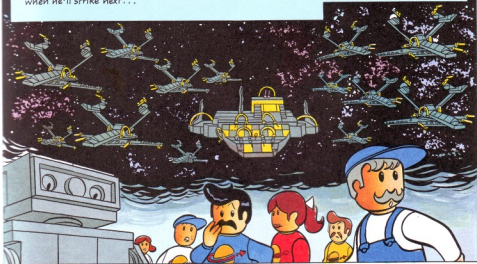








Kazak shattered our star-fleet and blasted our galactic defences. Now he comes and goes as he pleases. No one knows where he comes from, or when he'll strike next...



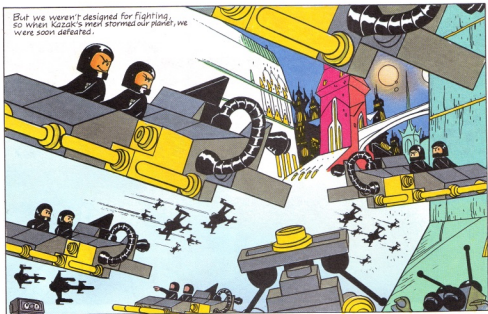
And Kazak's thugs treat the free planets as if they own them!



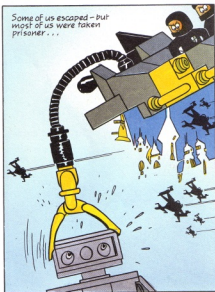
A few weeks ago, the sky turned black over my home planet, Robus. Kazak's fleet fell on us like a swarm of bats...

We're very advanced robots...

But we weren't designed for fighting,  
so when Kazak's men stormed our planet, we  
were soon defeated.



Some of us escaped - but  
most of us were taken  
prisoner...



I managed to steal a plane...



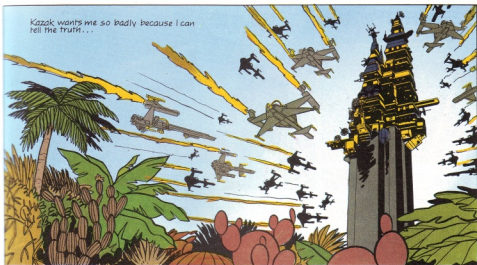
Then, just as I  
was running  
out of fuel...



I tried to land on Commerica.  
It was a terrible landing.  
I was soon picked up  
and sold to that junk  
shop. You know the  
rest of my story...



Kazak wants me so badly because I can tell the truth...



... that Kazak uses maximum force - though he says that every planet is free to join him.



I've got an idea! Why don't you help me liberate Robus?



Sorry! That's **QUITE** out of the question!



Bart! Don't you think we should...?



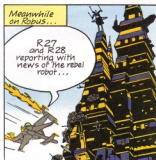
... gets home in one piece. So there's no point in trying to take on his fleet. In fact, Keko's story convinces me it's even more urgent to get back home.



But Keko's welcome to come with us.

Meanwhile on Robus...

R27 and R28 reporting with news of the rebel robot...









On Spearhead...

Jim, it's your job to find quarters for Keko.

Yes sir!!!

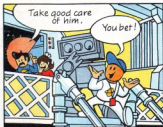


And here's a pass giving you access all over Spearhead. Show him around!



Take good care of him.

You bet!

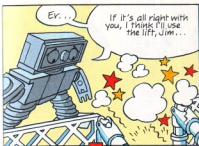


BUMP!  
YOWL!  
CRASH!

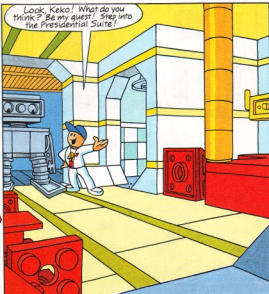


Er...

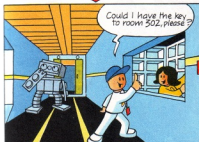
If it's all right with you, I think I'll use the lift, Jim...

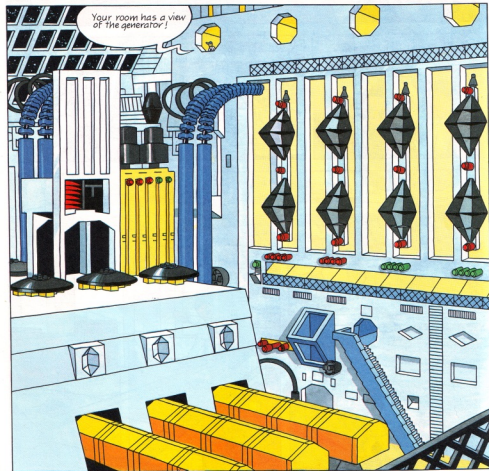


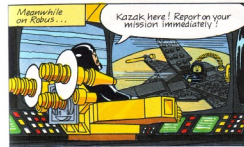
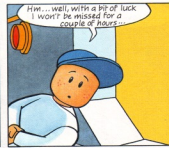
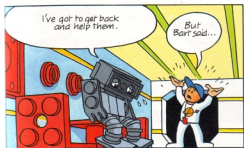
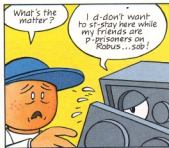
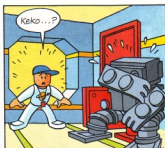
Look, Keko! What do you think? Be my guest! Step into the Presidential Suite!

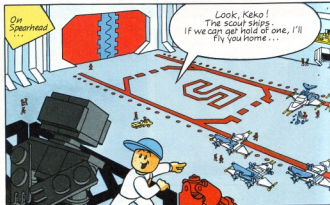
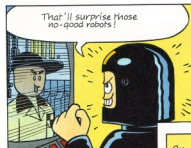
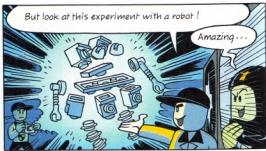


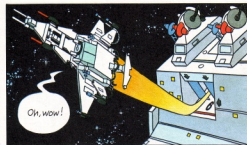
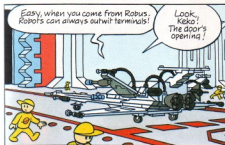
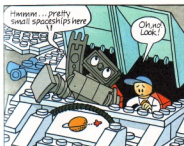
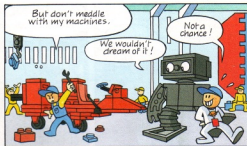
Could I have the key to room 302, please?

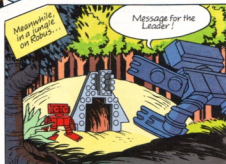




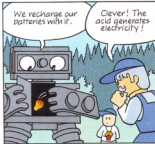
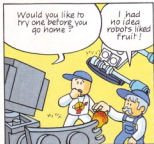
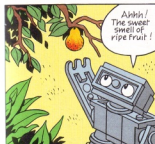
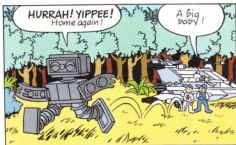


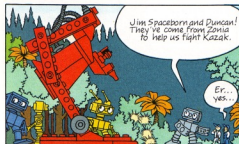
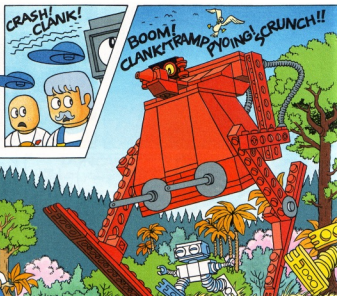


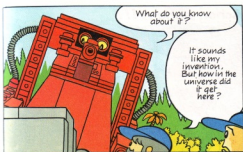


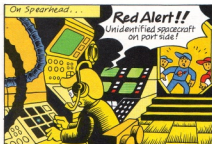


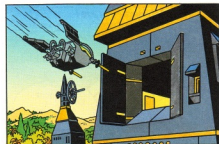
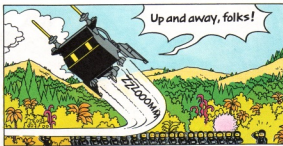
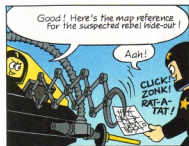
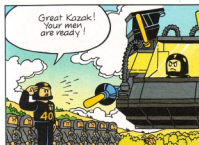
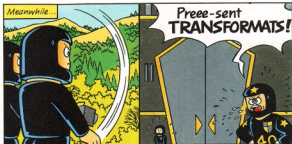






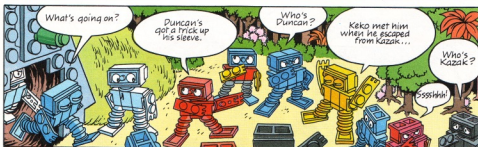
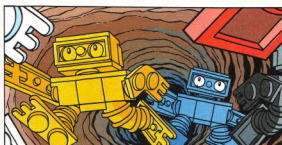
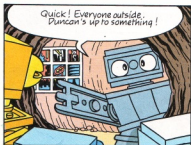




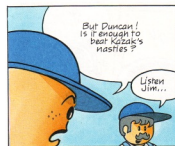
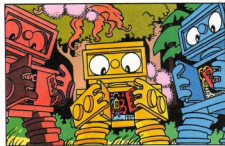
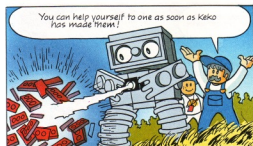
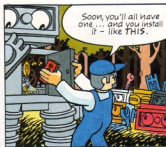


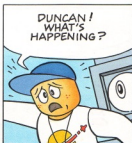
Hmm... our fearless leader is safe. We've got to do his dirty work!

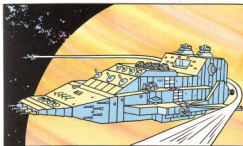
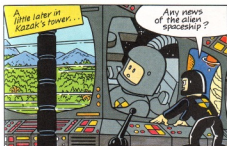
Forward!!

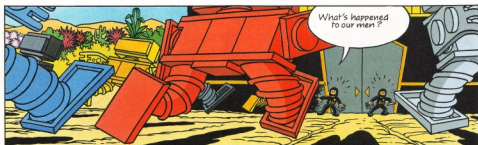




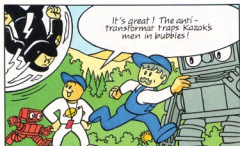




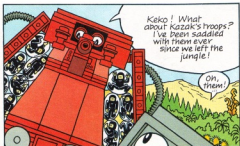








It's great! The anti-transformer traps Kazak's men in bubbles!



Keko! What about Kazak's troops? I've been saddled with them ever since we left the jungle!

Oh, them!



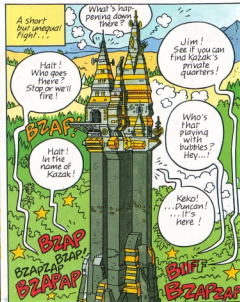
Just dump them! We must go and help the others!



Follow me! The door's open!



Arrgh! Everything's ruined! I'll have to... er... make a tactical retreat...



A short but unequal fight...

What's happening down there?

Halt! Who goes there? Stop or we'll fire!

Jim! See if you can find Kazak's private quarters!

Who's that playing with bubbles? Hey...!

Keko! ...Duncan! ...It's here!

Halt! In the name of Kazak!

BZAP!  
BZAPZAP  
BZAPAP

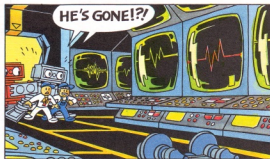
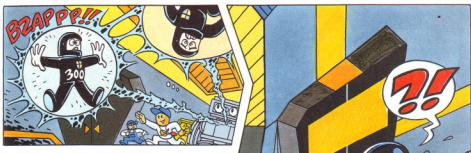
BIFF  
BZAPZAP



But first I must speak to my loyal defenders...

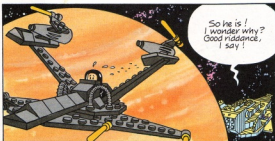
Hello! Kazak here!

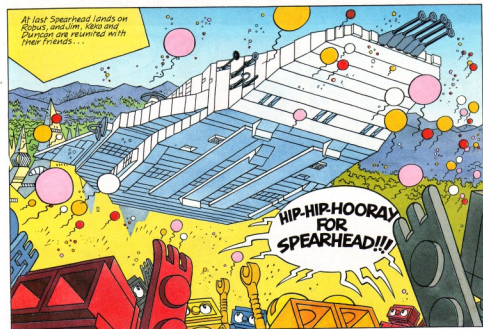
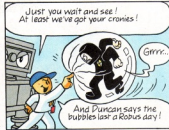


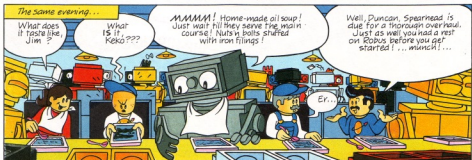


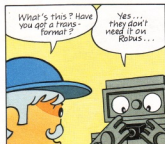
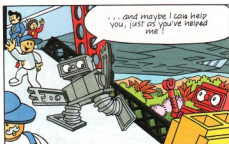
Meanwhile, outside Spearhead...

M40! Return to base! There's trouble on Robus and Kazak has vanished! Come back immediately!





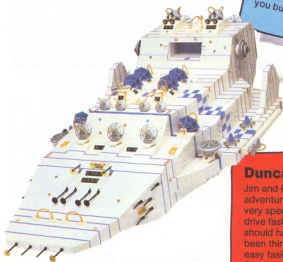






# JIM S

Now it's up to you to go on with the story. You can use your bricks to build these models - or create something from your own imagination! You could build your own lunar landscape, or look at some of our ideas on these pages. There's lots to keep you busy!



## Duncan needs some Help!

Jim and Keko are setting out on a new adventure. They have asked Duncan to build a very special spacecraft. It must be able to fly, drive fast overland, dive underwater, and it should have room for two people. Duncan has been thinking very hard indeed - but it's no easy task!

See if you can build a spacecraft for Jim and Keko.

## How many Bricks did we use?

Spearhead is a huge spaceship with room for 300 people. We drew it from a real model, 117 centimetres long, and 56 centimetres wide. And it took our model designer 196 hours to build it! How many bricks do you think we used?

3,107 5,462 8,974

## The Rocket

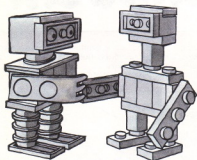
- 1) Make a tube from a piece of thin paper. Stick it together with tape.
- 2) Roll some more paper into a nose cone, trim it and stick it to the top of the tube. 3) Put a long, thin balloon inside the cylinder and blow it up...
- 4) ... release the balloon, and Zoom!





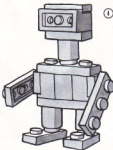
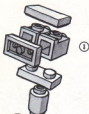
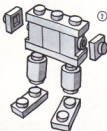
# PACEBORN'S

ACTIVITY PAGES



## This is Keko's Family!

This is Keko's cousin and this is how he's built. You can build other robots, too. Either like the ones shown here, or from your own invention. There are lots of possibilities.



Keko's grandmother



Keko's uncle



Keko's dog

# CREATE YOUR OWN LUNAR LANDSCAPE

1



Take some newspaper and roll it like this.

2



Use tape to stick the newspaper down on your base in any shape you want - we are making a volcano.

3



Mix some wallpaper paste. (You can buy it in a paint shop, there will be instructions how to mix it.)

4



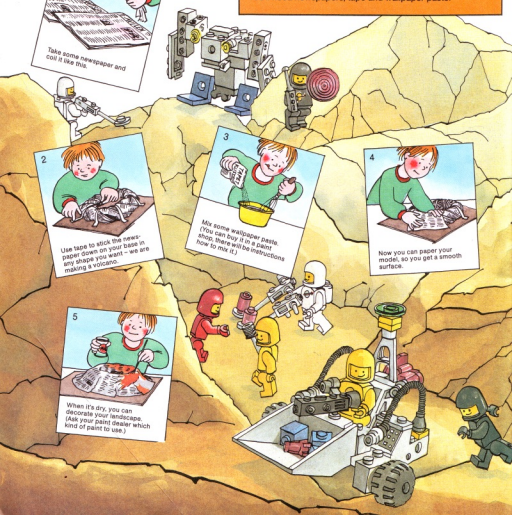
Now you can paper your model, so you get a smooth surface.

5



When it's dry, you can decorate your landscape. (Ask your paint dealer which kind of paint to use.)

You can make mountains, grottoes and caves a real lunar landscape for your models. Build it on a wooden or cardboard base, so you can move it. You'll need newspapers, tape and wallpaper paste.



Layout:  
ADVANCE

Text and Illustration by:  
Frank Madsen

Art Director:  
Ole Kaarsberg

Hand Colouring:  
Sussi Bech, Teddy Halkier Kristiansen

Literary Advisers:  
Per Vadmand, Pernille Sparre

Hand Lettering:  
Elspeth Barrie Larsen

Distributed by:  
LEGO U.K. Limited  
Ruthin Road,  
Wrexham, Clwyd LL13 7 TQ

Printed by:  
Henri Proost & Cie PVBA, Belgium

ISBN: 87-88982-03-3

® The name LEGO is a registered trademark.  
© 1988 LEGO Group.



5909

## The fantastic adventures of Jim Spaceborn

Suddenly Jim Spaceborn and the enormous spaceship Spearhead find themselves in an unknown galaxy,

Jim meets Keko the robot, and together they try to free the planet Robus.

Can they succeed against Kazak and his men? You'll find out in this super book about the fantastic adventures of Jim Spaceborn.

-a completely new kind of comic book.  
The play starts where the story ends.



5 702010 959099

ISBN 87-88982-03-3

